

Appendix A

create	Creates an instance of the indicated object
Applicable System Objects	Folder, Activity
Syntax	<p>create a {<i>Applicable System Object Type</i>} named {<i>name</i>} in {<i>path</i>} [with {other minimum parameters}]</p> <p>{<i>Applicable System Object Type</i>} is the list of System Objects that can be created in a Response Action.</p> <p>{<i>name</i>} may be string literal or a reference to an attribute of a System Object available in the context.</p> <p>{<i>path</i>} may be selected via the user interface or the parent attribute of a System Object available in the context.</p> <p>{other minimum parameters} are those parameters which satisfy the minimum set of parameters required to create the object. This is System Object specific.</p>
Example	Create a <i>Task</i> named <i>eat lunch</i> in <i>/plan-of-the-day/</i>

update	Updates the specified attribute of the specified object.
Applicable System Objects	Folder, Project, Summary Task, Task, Workflow Instance
Syntax	<p>Absolute form (new value set to specified value)</p> <p>update in {<i>Specific System Object</i>} attribute {<i>attribute name</i>} {to} {<i>new attribute value</i>}</p> <p>Relative form (new value based on existing attribute value and specific value)</p> <p>update in {<i>Specific System Object</i>} attribute {<i>attribute name</i>} {by} {<i>modifier value</i>}</p> <p>{<i>Specific System Object</i>} is a specific reference to a System Object. May be a reference to a System Object in context, newly created System Object, or, a direct reference to any supported System Object chosen via the user interface at rule creation time.</p> <p>{<i>attribute name</i>} an attribute available for the selected System Object's type.</p>

	<p><i>{new attribute value}</i> the value that the attribute should be set to. Agrees with type and may be a string literal, another attribute from some System Object in the context or selected via the user interface.</p> <p><i>{modifier value}</i> the value that the attribute should be modified by.</p>
Example	<p>update in <i>context</i> attribute <i>Percent Complete</i> by +10</p> <p>update in <i>eat lunch</i> attribute <i>description</i> to <i>steak sandwich</i></p> <p>update in <i>eat lunch</i> attribute <i>description</i> to <i>ceasar salad; steak sandwich; Coca-Cola</i></p> <p>update in <i>eat lunch</i> attribute <i>Percent Complete</i> to 100</p>

bind	Binds one System Object to another System Object. The type of binding (e.g., participant, team member) is constrained by the System Object types.
Applicable System Objects	<p>System Object pairs:</p> <ol style="list-style-type: none"> 1. Folder-Rule/Ruleset 2. Activity-Rule/Ruleset 3. Activity-Participant
Syntax	<p>bind <i>{Source System Object}</i> to <i>{Target System Object}</i> as <i>{Association Name}</i></p> <p>The bind command is commutative (source and target System Objects can be any order, the same type of binding is created.</p> <p><i>{Source System Object}</i> is a specific reference to a System Object. May be a reference to a System Object in context, newly created System Object, or, a direct reference to any supported System Object chosen via the user interface at rule creation time.</p> <p><i>{Target System Object}</i> same as <i>{Source System Object}</i>.</p>

	<i>{Association Name}</i> is an enumeration of supported bindings (see bind:Applicable System Objects).
Example	bind <i>context</i> to <i>Basic Automation Ruleset</i> bind <i>Hungry Guys team</i> to <i>eat lunch</i>

unbind	Unbinds one System Object from another System Object
Applicable System Objects	System Object pairs: 1. Folder-Rule/Ruleset 2. Activity-Rule/Ruleset 3. Activity-Participant
Syntax	unbind <i>{Source System Object}</i> from <i>{Target System Object}</i> in <i>{Association Name}</i> The unbind command is commutative (source and target System Objects can be any order, the same type of binding is deleted. <i>{Source System Object}</i> is a specific reference to a System Object. May be a reference to a System Object in context, newly created System Object, or, a direct reference to any supported System Object chosen via the user interface at rule creation time. <i>{Target System Object}</i> same as <i>{Source System Object}</i> . <i>{Association Name}</i> is an enumeration of supported bindings (see bind:Applicable System Objects).
Example	unbind <i>context.this</i> from <i>Basic Automation Ruleset</i> in <i>Activity-Rule</i> unbind <i>Hungry Guys team</i> from <i>eat lunch</i> in <i>Activity-Rule</i>

copy	Creates a copy of the indicated object
Applicable System Objects	Folder, Activity
Syntax	copy <i>{Applicable System Object Type}</i> to <i>{path}</i>

	<p><i>{Source System Object}</i> is a specific reference to a System Object. May be a reference to a System Object in context, newly created System Object, or, a direct reference to any supported System Object chosen via the user interface at rule creation time.</p> <p><i>{name}</i> may be string literal or a reference to an attribute of a System Object available in the context.</p> <p><i>{path}</i> may be selected via the user interface or the parent attribute of a System Object available in the context.</p>
Example	copy <i>eat lunch</i> to <i>/plan-of-the-day/done</i>

execute	Causes the action defined by the target System Object or external system command to be performed.
Applicable System Objects	Report
Syntax	<p>execute [<i>{System Object}</i> with <i>{parameters}</i> <i>{External Command}</i>]</p> <p><i>{System Object}</i> is a specific reference to a System Object. May be a reference to a System Object in context, newly created System Object, or, a direct reference to any supported System Object chosen via the user interface at rule creation time.</p> <p><i>{parameters}</i> is a list of System Object specific parameters</p> <p><i>{External Command}</i> is a reference to an external command. The command should be recognizable by the host operating system. The System can provide a configurable base directory from which these commands could be run.</p>
Example	<p>execute <i>Report One</i></p> <p>execute <i>import-ldap -ignore duplicates</i></p>

notify	Sends a notification of a given type (e.g., e-mail) to one or more recipients.
Applicable System Objects	n/a

	This operation does not operate on System Objects.
Syntax	<p>notify {<i>Recipient List</i>} of the following {<i>Subject</i>} [<i>Message</i>]</p> <p>{<i>Recipient List</i>} is a list of resources determined via any number of ways: context association (participants, owner), explicit choice via user interface</p> <p>{<i>Subject</i>} a String subject line.</p> <p>{<i>Message</i>} a text message. May contain “links” to context or arbitrary System Objects.</p>
Example	<p>notify context.participants of the following ‘Food is served!’ ‘Meet at the cafeteria @ noon to eat [ref: eat lunch]’</p> <p>notify <i>S. Joe</i> of the following <i>Food is gone.</i></p>

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